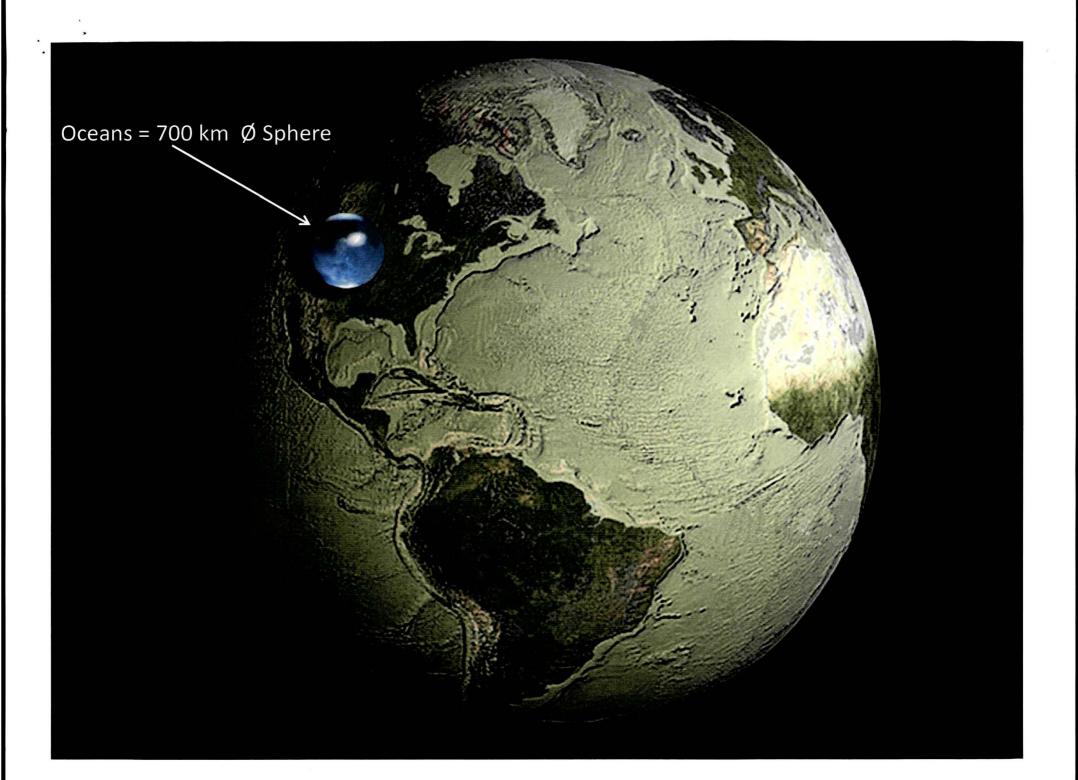
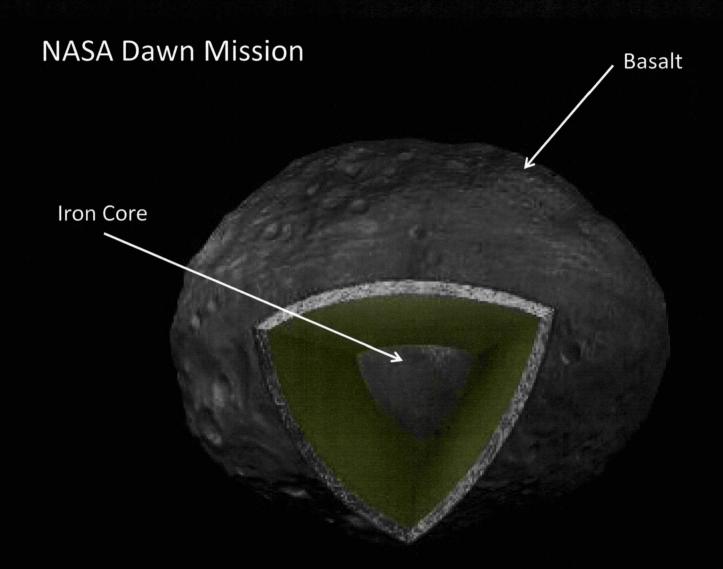
# Robotic, Self-Sustaining Architecture to Utilize Resources and Enable Human Expansion throughout the Solar System

SRR / PTMSS Golden, Colorado June 4-7, 2012

Phil Metzger & Rob Mueller
Granular Mechanics & Regolith Operations (GMRO) Lab
NASA/Kennedy Space Center





Vesta



Mars



Astronomers estimate that if Ceres were composed of 25 percent water, it may have more water than all the fresh water on Earth. Ceres' water, unlike Earth's, is expected to be in the form of water ice located in its mantle.

975 x 909 Km

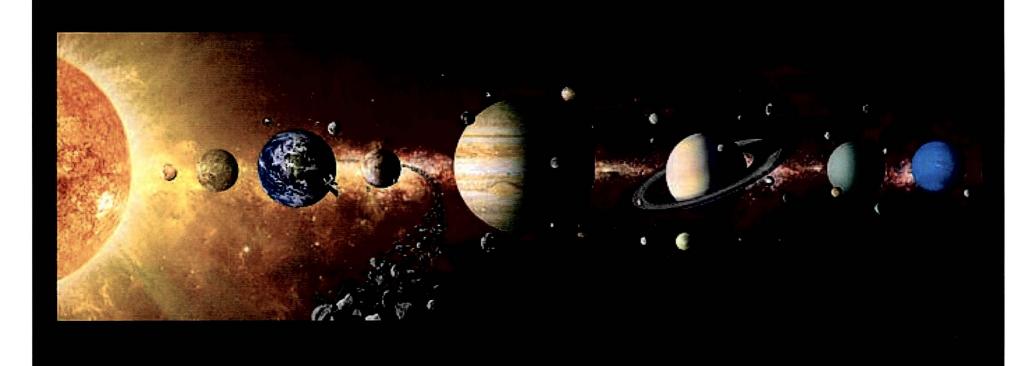


Earth's Moon



Ceres





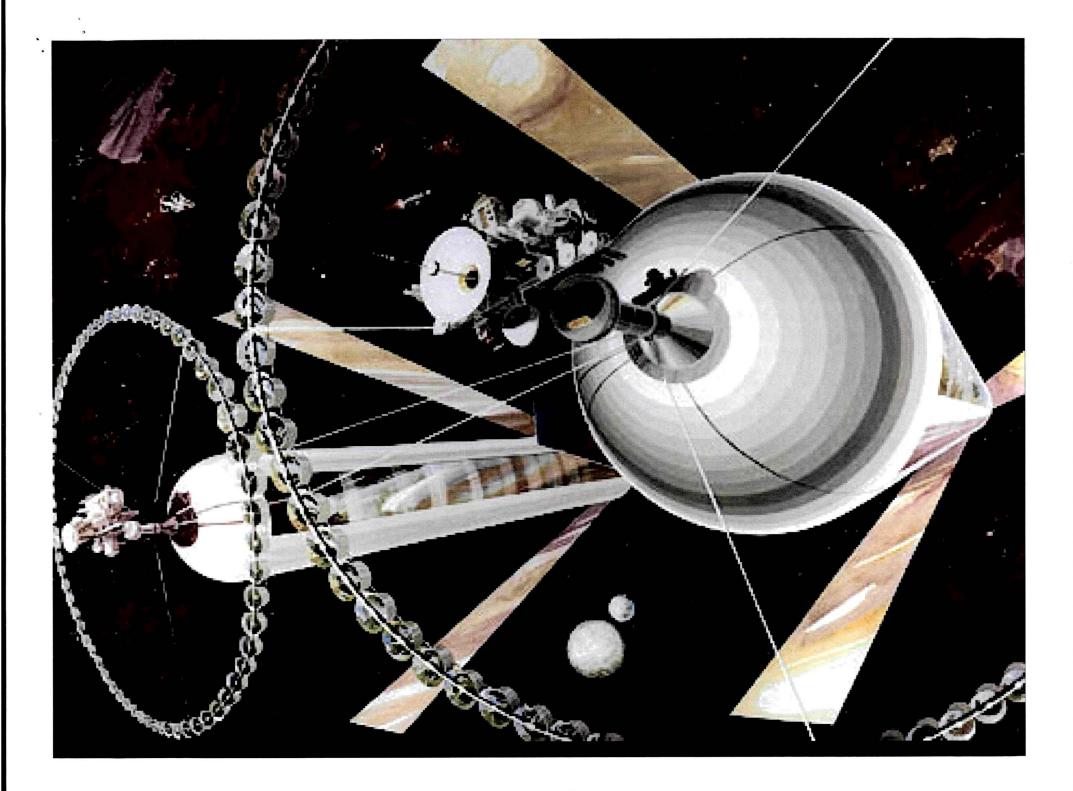
# A New Level of Civilization

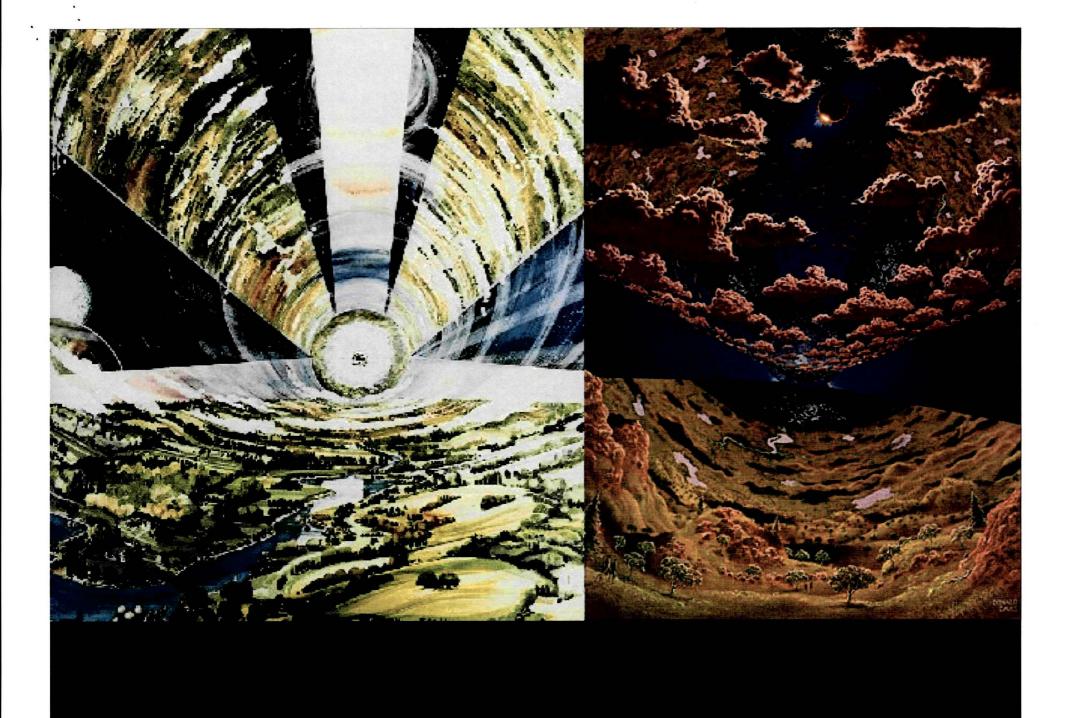


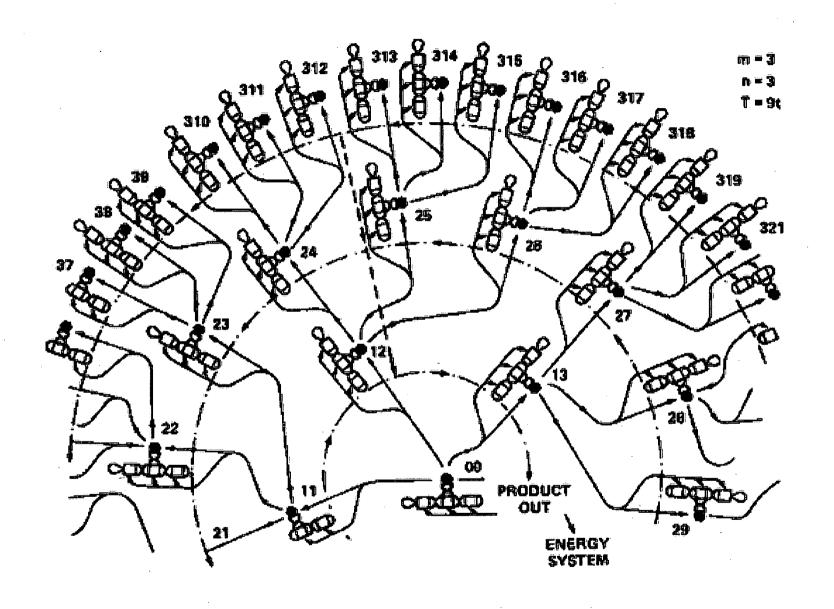


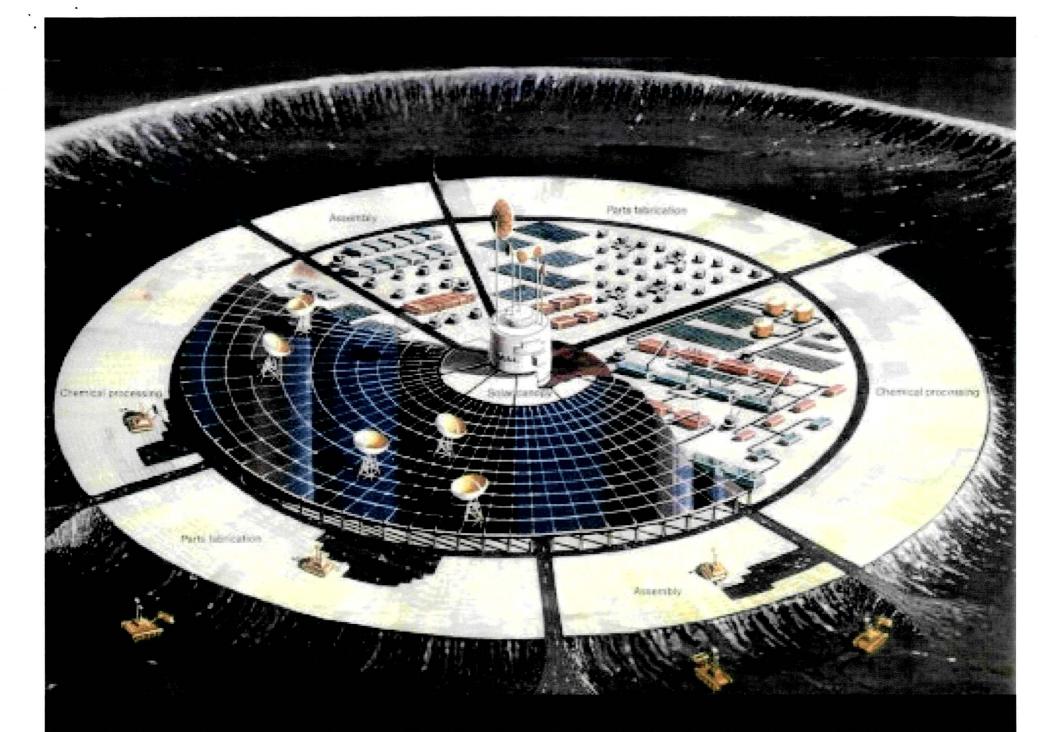






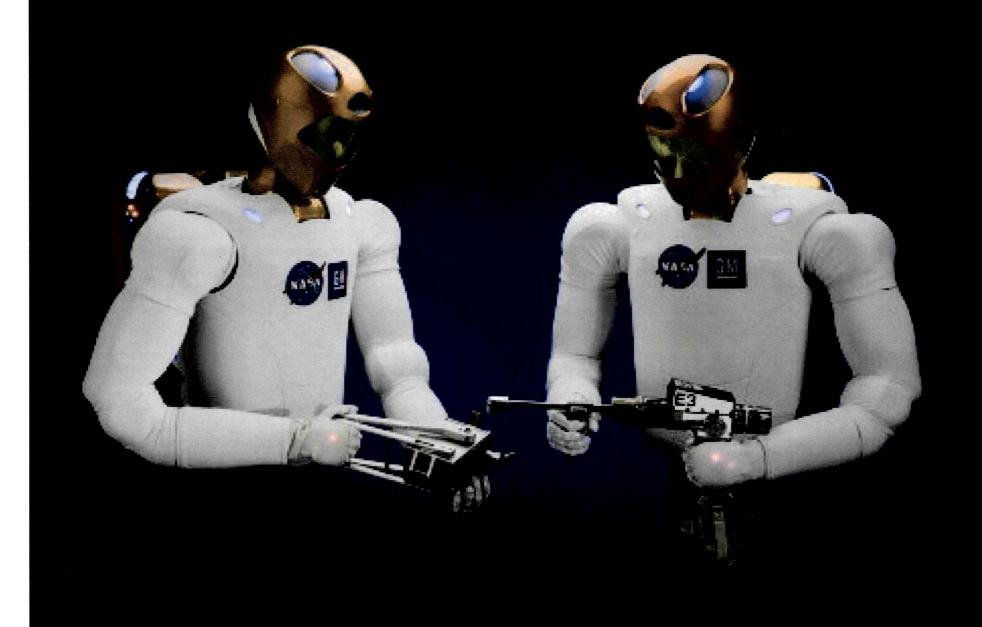






But it hasn't happened.....yet

# **GAME CHANGERS**



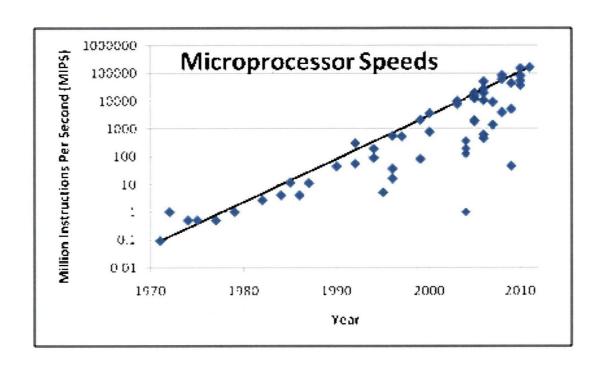
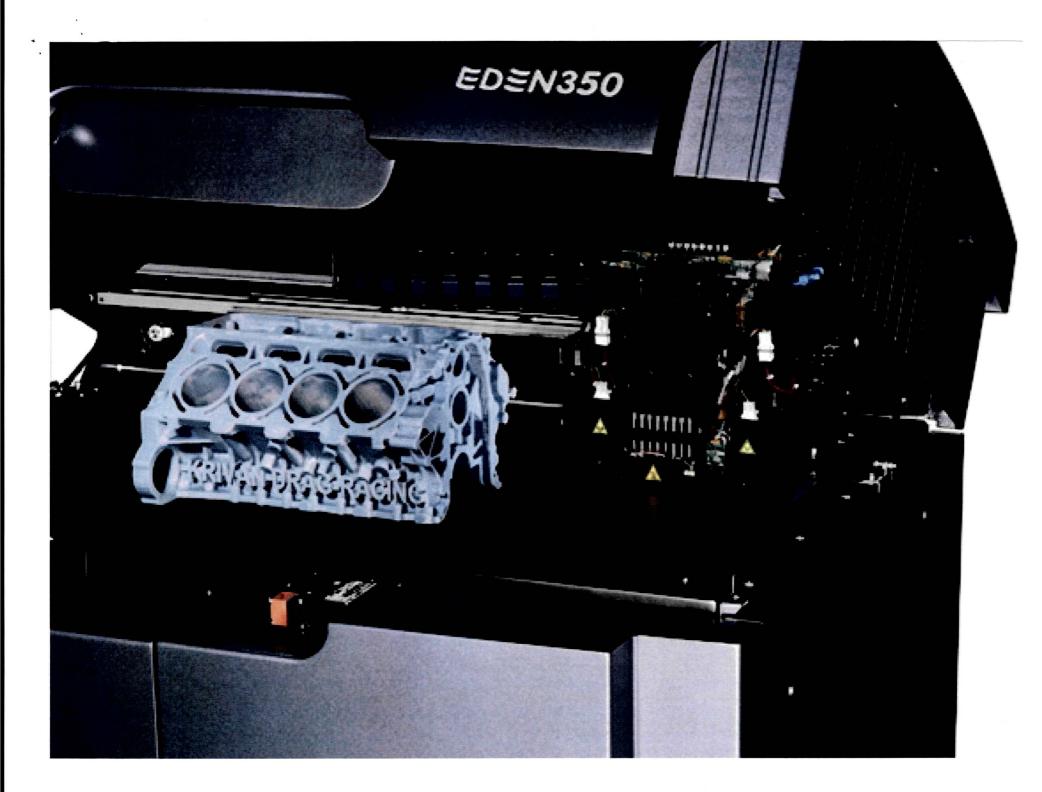


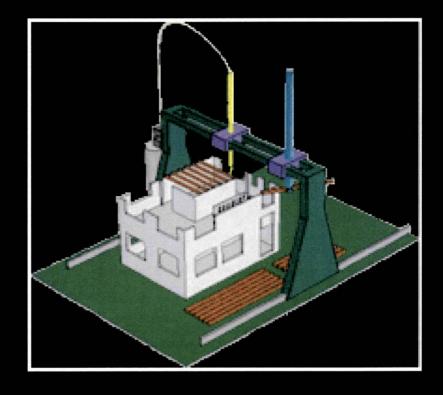
Fig. 1: Progress in Microprocessor Instruction Processing Speeds by Year

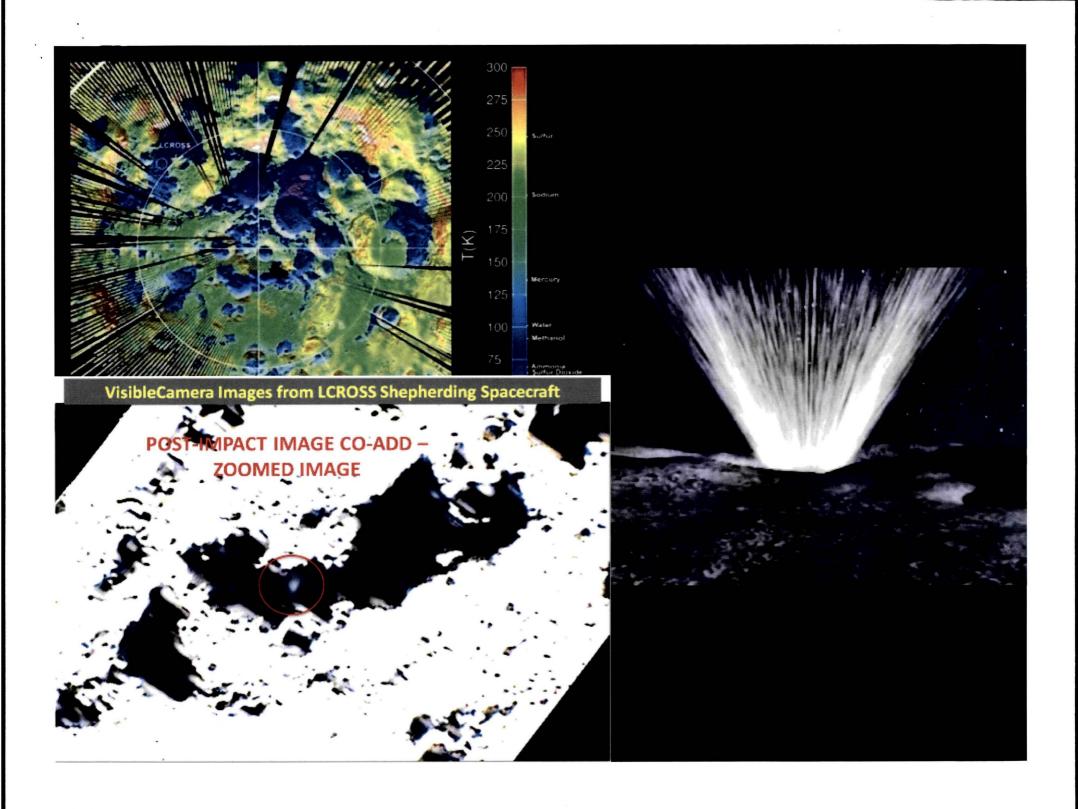




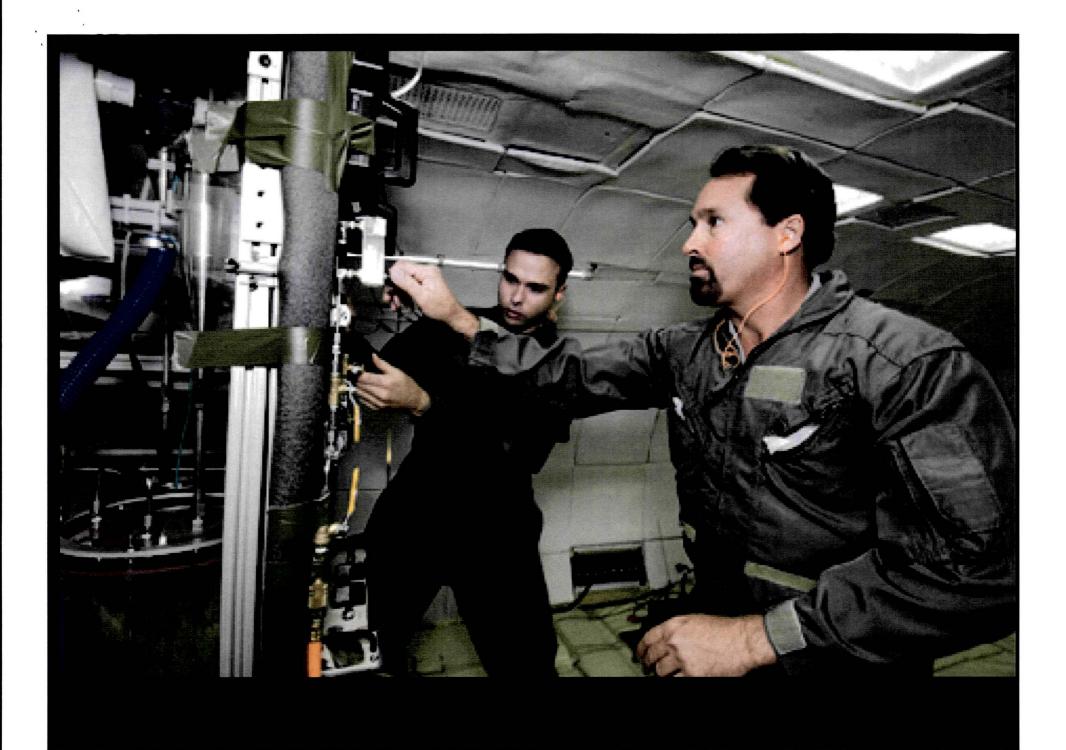












## PROPOSED NEW APPROACH

## Key Ideas

- Don't launch it; evolve it
- Not a simplistic "self-replicator"
  - The biosphere and industry are not self-replicators
- Use "Appropriate Technology" at each step
  - It doesn't need to be low mass or high tech
  - It needs to be easy to make in space
- The technologies are already being developed
  - Simply "spin them in"
- The technologies are advancing exponentially

# Example of Appropriate Technology



Europe, 1620



America, 1620

# Appropriate Technology Water Pumps





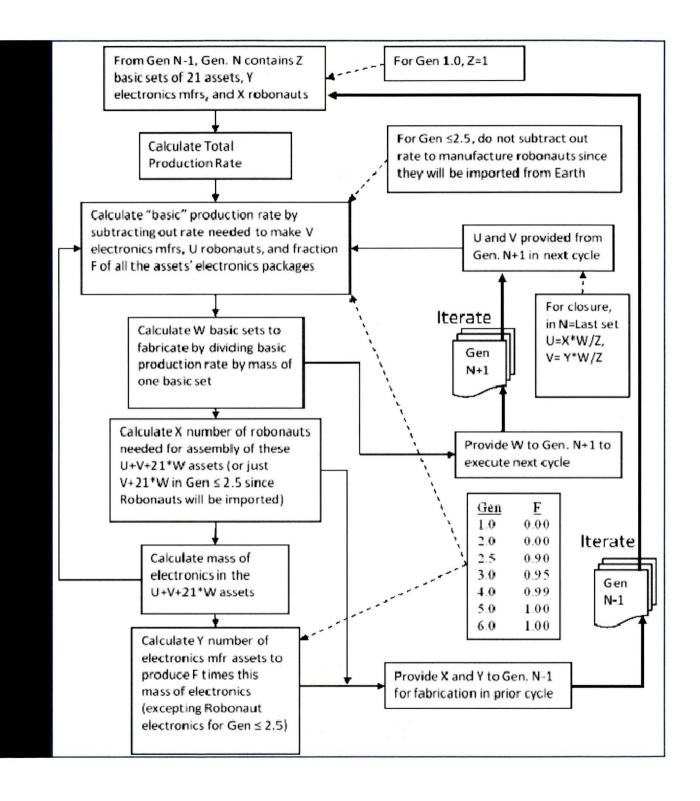




## Generations of Space Industry (Notional)

Gen	Human/Robotic Interaction	Artificial Intelligence	Scale of Industry	Materials Manufactured	Source of Electronics
1	Teleoperated and/or locally-operated by a human outpost	Insect-like	Imported, small-scale, limited diversity	Gases, water, crude alloys, ceramics, solar cells	Import fully integrated machines
2	Teleoperated	Lizard-like	Crude fabrication, inefficient, but greater throughput than 1.0	(Same)	Import electronics boxes
2.5	Teleoperated	Lizard-like	Diversifying processes, especially volatiles and metals	Plastics, rubbers, some chemicals	Fabricate crude components plus import electronics boxes
3	Teleoperated with experiments in autonomy	Lizard-like	Larger, more complex processing plants	Diversify chemicals, Simple fabrics, eventually polymers.	and simple components, but
4	Closely supervised autonomy with some teleoperation		Large plants for chemicals, fabrics, metals	Sandwiched and other advanced material processes	Building large assets such as lithography machines
5	Loosely supervised autonomy		Labs and factories for electronics and robotics. Shipyards to support main belt	Large scale production	Make chips locally. Make bots in situ for export to asteroid belt
6	Nearly full autonomy		Large-scale, self-supporting industry, exporting industry to asteroid main belt		Makes everything locally, increasing sophistication
X.0	Autonomous robotics pervasive throughout solar system enabling human presence		Robust exports/imports through zones of solar system	Material factories specialized by zone of the solar system	Electronics factories in various locations

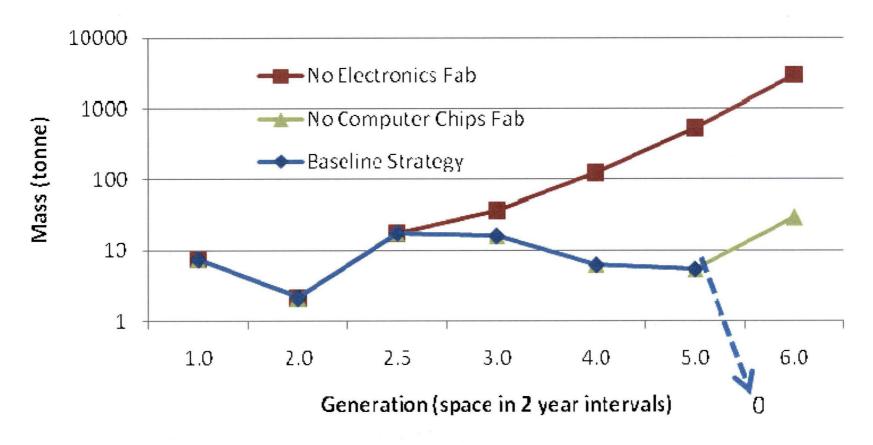
- Simplistic Modeling
- Not intended to be definitive
- Explores some of the key parameters
- Attempt to demonstrate basic feasibility
- Intends to generate interest and further investigation
- Needs a much larger study with a much larger group of contributors



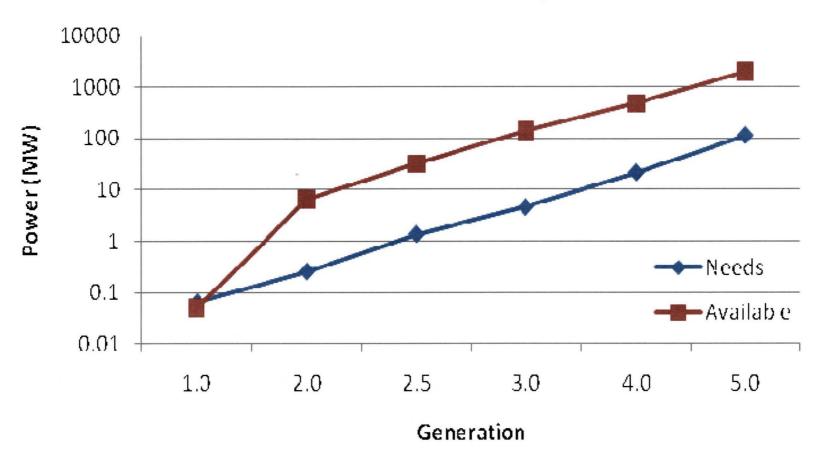
## Additional Production

- Gen 3.0
  - 80 MT construction equipment
- Gen 4.0
  - Dust Free Laboratory Facilities
- Gen 5.0
  - 120 MT materials stockpiled to send industry to asteroid main belt
- Gen 6.0
  - Fleet of 6 spacecraft (20 MT plus 12 MT payload, each plus propellants)
  - Takes industry to Main Belt

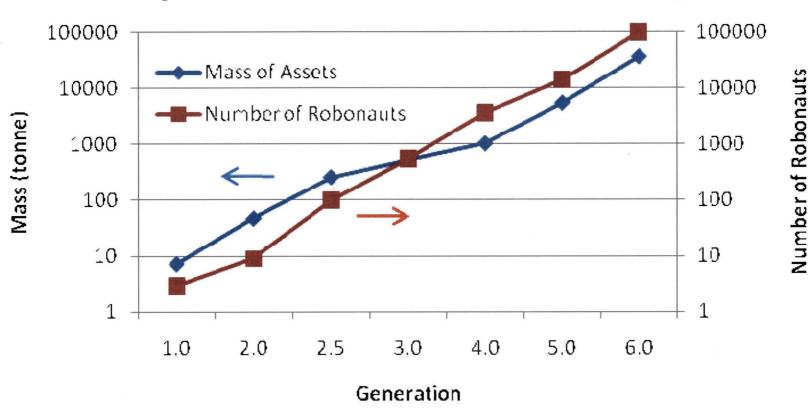
## Mass Launched to Moon



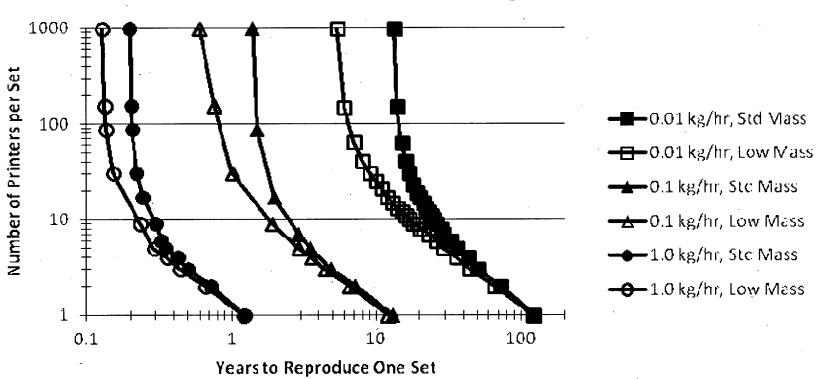
## Power Needs and Availability on Moon



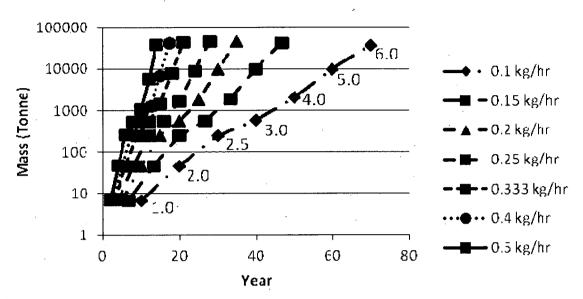
## **Exponential Growth of Lunar Industry**



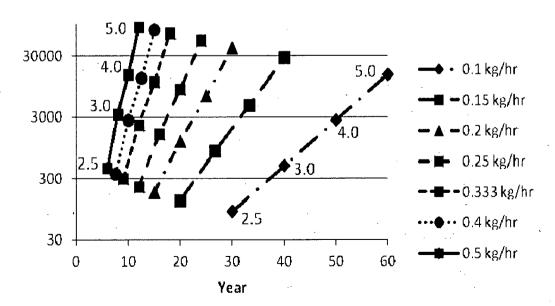
## Printers vs. Years to Reproduce



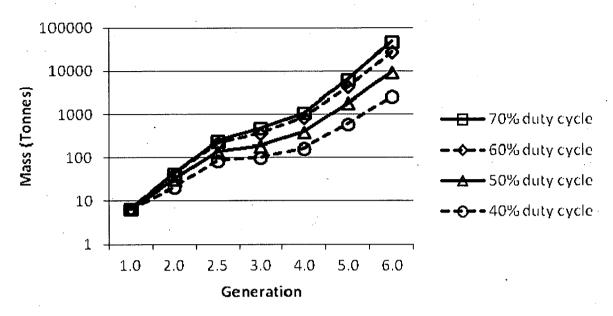
#### **Mass of Assets**



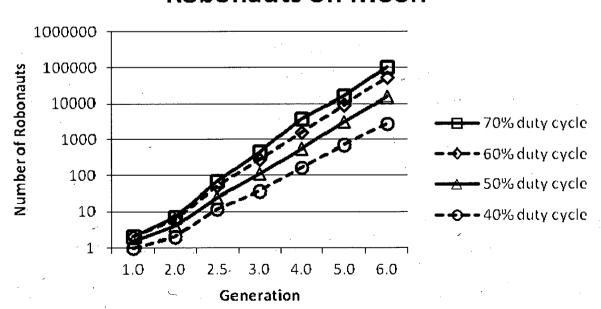
#### **Number of Robonauts Made**



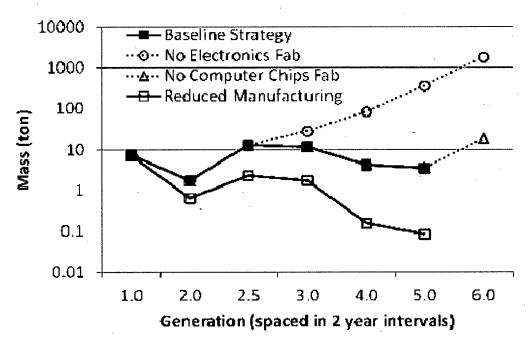
#### **Mass of Assets on Moon**

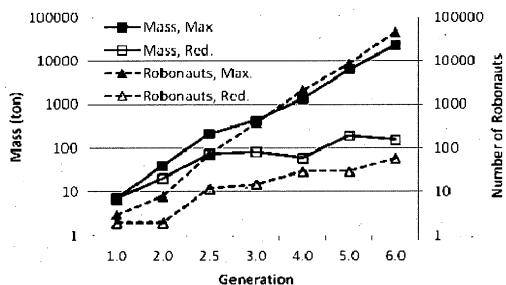


#### **Robonauts on Moon**



## Minimizing Launch Mass





## Scenarios

- Global Relief Effort
- The Great Migration
- The Foundation
- The Space Endowment
- Anti Virus
- National Defense

## The Robosphere

- Like an Ecosphere
- Like a living cell
- Beautifies the solar system
- Allows us to live at the top of a food chain
- Enables us to do great things
  - Terraforming, colonies
  - Science, arts
  - Interstellar travel

# Cost/Benefit

#### Cost:

- Develop and launch 12 to 60 tons to Moon and operate it for 20 years
- Launch costs will be negligible using newer capabilities
- Comparing to cost and mass of ISS, this will be less expensive than ISS
  - Most mass will be redundant hardware, not unique items

#### Benefit

- Move from being a Type-1 to a Type-2 civilization
  - Solve world economic problems
  - Make our existence safe in the solar system
  - Brilliant possibilities for the future
- Move toward a Type-3 civilization
  - Extend human presence through the Milky Way